

Scalable Scientific Computing Software Research

SCALABLE SOFTWARE CONSTRUCTION

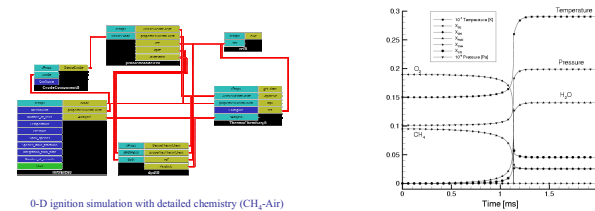
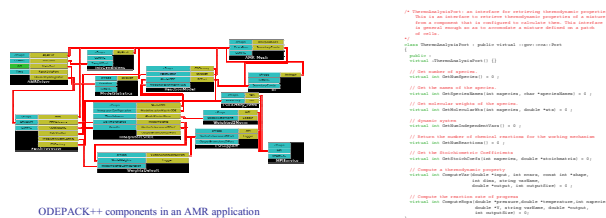
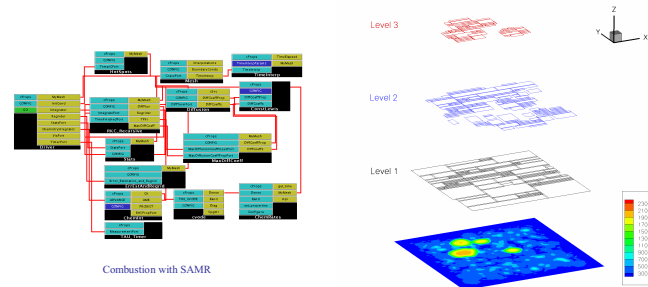
- Software construction is complex, multiplayer, and multiyear.
- Run-time efficiency still matters.
- Innovation is required in hardware, algorithms, and software development.

Application interests:

Hydrodynamics, linear algebra, component deployment, and compiler technology.

Common Component Architecture (CCA)

Port interfaces allow scientists to code independently and reuse high performance code from others.



TOWARD PETAFL0P ARCHITECTURES

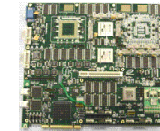
Scientific Computing with Streams

Challenges:

- Memory hierarchy
 - Latency
 - Bandwidth
 - Network
- Mean time to failure
- I/O

Hardware:

- Linux Clusters
- SMP Clusters
- Merrimac (Stanford Univ.)
- TRIPS (UTA / IBM)
- X1 (Cray)



Source code portability across range of parallel architectures requires:

- MPI
- Exposing parallelism of fine grained operations.
- Compilers that map parallelism to hardware.

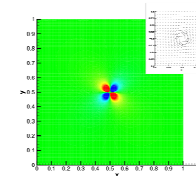
Brook: Streaming Extensions to C

```
kernel void DotProduct(double x<>, double y<>, reduce double product) {  
    product += x*y;  
}
```

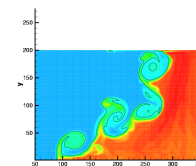
- Alpha testing Stanford and Reservoir tools on problems of interest:

- Stenciled algorithms
- Block matrices
- Sparse matrices
- Fluid shock hydro
- Solid mechanics

- Allow evolutionary approach to code change.
- May be better than OpenMP.



Stencil operations computing field of Osseon vortex

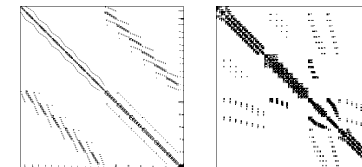


Vortex sheet roll-up at an irregular gaseous interface accelerated by a Mach 10 shock

SYNTHESIS

Create CCA components with Brook cores.

Trade-off: software engineering scalability vs parallel performance.



Brook prototypes for solution algorithms on blocked, sparse row, and sparse column matrix format